On Your Turn

- You may take 1 **Move** and 1 **Prime Action**, in any order.

Move Action (choose one):	Prime Action (choose one):
• MOVE and/or INTERACT (1 square/interaction per point)	• BASIC ATTACK
	• PRIMARY ATTACK
• SIDESTEP	• SPECIAL ATTACK
• FOCUS	• EXTRA MOVE ACTION

Move Action

MOVE (leave your square and enter an adjacent one)

- You have as many movement points as your Move Stat.
- For each point spent, enter an adjacent square.
- You may move diagonally (bishop) **and/or** orthogonally (rook).
- You don't need to spend all points, but if your Move Action ends, lose all unused points *(you can't MOVE, make an attack, and then MOVE again)*.

You were [3] (= 3 squares) away from a villain. Then, 2 movement points were spent to be adjacent (or in [1]) of it. Note how you may combine bishop/rook moves in the same action.

INTERACT

- Spend 1 point to interact with an adjacent object.
- See quest instructions for the effects.
- You may MOVE, INTERACT, and continue to MOVE.

Movement Restrictions - You cannot:

- Move through Walls, Barricades, **and/or** enemies.
- Move diagonally through the corner of Walls/Barricades, only.
- End your Action on squares occupied by other figures.

SIDESTEP

- This spends the whole action to MOVE 1 square.
- The only difference to a normal MOVE is that this avoids enemy Reactions.

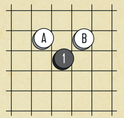
FOCUS

- Forfeit your Action to reduce your target's Defense by 3.
- Applied only if no enemies are in [3] of you when you roll.

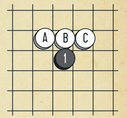
MOB

A villain is Exposed to your rolls when:

- An ally and you are both adjacent to it;
- This ally is not adjacent to you.



Mob



Not Mobbed by (B)

Prime Action (Attack)

Most often, you'll spend your Prime Action to **ATTACK**:

1. Choose an unflipped Attack Card.
2. Declare a target in vision and in your attack's range.

Checking Vision: verify if there is a line of sight connecting any corner of your square and any corner of your target's square. **Walls** and **Doors** block this line (even if it merely grazes the corner or edge of their square.)

3. Roll a d20 and compare it with the target's Defense.

A) HIT (if you roll equal or higher then target's Defense)

- Check your Passive Power before applying the DMG. If its trigger was met, apply its effect.
- Apply Attack Damage, reducing the enemy's HP.
  - If you roll a natural 20, deal +5 DMG (= Critical Hit)
- Apply Effects of your chosen attack in the order listed in the card.

This villain was HIT, because the roll matches (or exceeds) its Defense.

B) MISS (roll lower then target's Defense)

- Apply the "Miss" effect in your card. Its usually a R-DMG (Residual Damage), a special kind of DMG that can't drop the enemy below 1 HP *(i.e., you cannot kill an enemy when you miss an attack against it, but you still cause some damage)*.
- Whenever you completely miss an attack you also gain 1 (cube). Note: R-DMG ignores ALL Conditions, except Shielded.

Reactions (good positioning is rewarded!)

You incite enemy Reactions in two situations:

- When you are adjacent to an enemy and take a Move Action to MOVE (not Sidestep).
- When you are adjacent to an enemy and take a Prime Action to make a Ranged Attack.

If you incite a Reaction, you take 8 DMG (the villains' Reaction Stat). If an enemy incites your Reaction, it takes DMG equal to your Reaction Stat.

Reaction requires no roll. It is not considered an attack, or a hit. A combatant can only take Reaction DMG once per turn (the first time it's incited).

Three Types of Attacks

BASIC ATTACK (no card)
Often your weakest attack, but always available to be used.

Basic Attack Target: 1 Enemy
1 square (Brute, Bruiser, Tank, and Tactician)
8 squares (Healer, Commander, Controller, and Shooter)
Benefit: +1 bonus to your attack roll.
Hit: Basic Attack Stat DMG. **Miss**: Nothing happens.

SPECIAL ATTACK (gold border)
*The **two** most powerful and unique attacks in your arsenal.*

- You can make each only once per quest.
- Remove the card from the match after its effects end.

PRIMARY ATTACK (silver border)
*The **four** attacks you'll make most often.*

- When you make this attack, flip its card.
- You cannot make attacks whose cards are flipped.

Applying and tracking Effects: Some cards apply temporary or permanent effects. Track them with the attack card.

- **Temporary Effects** end when your next turn begins. Primary Attacks return to you flipped; Specials are removed from the match.

Completing a Cycle

- When your turn starts, if all your Primaries are flipped (or return to you flipped), YOU COMPLETE A CYCLE.
  - (Reward) Regain the use of ONE Item on cooldown *(i.e., unflip it)*;
  - Unflip all of your Primary Attack cards;
  - Permanent Effects you'd applied end.

Reading an Attack Card

(A) Range: maximum allowed distance to the target.

(Range 1 or 2): Melee Attack.

(Range 8): Ranged Attack.

(B) Target: how many (or which) combatants you may target.

- Every strike must roll a die (even on allies or dead targets).

(C) Benefit or Drawback: Read and follow its instructions.

- **You may NOT apply a Benefit and then have no valid target.**

Call of the Tombs
A 8 squares
B 1 enemy
C Benefit: If the target is valid you may place the Mummy in [1] of it.
D 9 DMG + effect
E Effect: Target is Cursed (once per turn)
F Miss: 5 R-DMG.
Temporary: ends at the start of Khloe's next turn.

(D) Hit: what happens if a strike hits.

- Attack Damage is dealt against each target hit.
- If a combatant drops to 0 HP after a roll, it may no longer regain HP, but it's considered dead only after the attack's Effects apply.

(E) Attack Effect: modifies the circumstances of combat.

- Applied just once, even if there were multiple hits.
- They **REQUIRE NO ROLL**, regardless of their target.

Some Effects apply Conditions. They are unique keywords highlighted in red or blue.

- **CONDITIONS STACK.** *(Check them all in the Player Aid and Rulebook)*

You must be IN VISION AND IN [8] of your targets. Unless the text of the effect describes another distance *(e.g., "an enemy **in** [3] of you takes 5 DMG")* or another reference *(e.g., "an enemy in [8] **of any ally** takes 5 DMG")*.

"Anywhere"/"On the grid". This means you need no vision or range.

(F) Miss: what happens if the attack misses.

- All of an attack's strikes must miss for this to apply.

Reading an Item Card

- During an Adventure or Quest, you may not change Items.
- Items begin the quest "active."

(1) Name and illustration

(2) Passive Bonus

- Always consider this (even on cooldown).

(3) Active Power

- You may apply it if the Item is **not** on cooldown, and:

Weapon: when your attack **hits** a target.

Armor: when a villain targets you *(even if its roll misses)*.

- After using it, flip the Item. It is on cooldown.
- Whenever you complete a Primary Attack Cycle, you may reactivate **one** Item on cooldown.

(4) Item Level (0, I, II, III)

- City Structures of higher levels unlock better Items.

(5) Item Cost (type and quantity of resources)

- Loot Cards you must spend to buy it (in the City Phase).

(6) Item Type Icon

- There are 4 types of items: *Melee Weapon*, *Ranged Weapon*, *Heavy Armor*, *Light Armor*

(7) Combat Roles that may equip it (color/symbol)

- **Melee Weapon / Heavy Armor**:
- **Ranged Weapon / Light Armor:**

Skills

***Skills** are your "combo machine." You can only use them in the turn of others. PAY (cube) on your pool to use one.*

(1) Combat Role

- This must match the Combat Role on your Hero Card.

(2) Stats

(3) Skill Boxes

- Each skill has a **name**, **cost** (in (cube)), **effect**, and **Skill Token slot**;
- Tokens and skills come numbered from I to III. Assign the tokens to skills of EQUAL OR LOWER level.

(4) Total Charge

- When you use a skill, you must flip its Skill Token to its "charged" side.
- When you charge ALL Tokens, apply the TOTAL CHARGE:
  - Unflip all four Tokens (to "discharged") **AND**
  - Apply the effect described here (vision/range required).

(5) Mana Power (cube) - used to charge your tokens

- On your turn, you may spend X (cube) on your pool to charge X Skill Tokens.
  - This DOES NOT USE THE SKILL (only charges its Token).

(6) Rule reminder: all effects require range and vision.

- Includes skills, Passive Powers, Items, etc.
- Excludes descriptions that state otherwise.

(7) Mana Pool

- Store earned (cube) here. Spend them to use skills.
- Use cubes of your Combat Role's color.
- You can have up to 5 (cube) at any given time.

Using a skill

When?

- Ally's turn: if the skill is on the **blue** side of the Pad.
- Villain's turn: if the skill is on the **red** side of the Pad.
- You CANNOT use skills on your own turn.
- Some describe other specific moments *(e.g., "before roll")*.

Which ones?

- The four to which you decided to assign a Skill Token.

How?

- Flip its Skill Token (unless it's already charged).
  - *(If already Charged, its skill costs +1 (cube))*
- Pay its Cost, by removing cubes ((cube)) in your mana pool.
- Vision and Range-8 required.
- Each hero may use one skill per turn.

How to gain (cube)?

- All heroes gain 1 (cube) whenever a villain dies.
- Attacker gains 1 (cube) whenever it applies a Miss Effect.

***Reading an NPC Card.** Save for its "Quest Power" (see page 1), NPCs pertain entirely to the City Phase (see Rulebook, chapters 9-10).*

Villains / Turn Order

Combatants, Rounds, and Fatigue

- **Villain (), is any opposition heroes face.
- Both Heroes AND villains are **combatants**.
- Each combatant has ONE turn per Round.
- After its turn, place a Fatigue Cube on it.
- Fatigued combatants (with) cannot take turns this Round.
- A Round ends when all combatants are Fatigued. Remove all at the end of a Round.

Turn Order and Retaliation

- Every Round, heroes take the first turn (in any order you want).
- The first villain (not fatigued) the hero attacks on its turn RETALIATES (villain takes the next turn).
- If a hero attacks a Fatigued villain, or doesn't attack anyone, no villain Retaliates. Then, another hero can take its turn.
- If all heroes are Fatigued and there are villains not Fatigued (because they didn't Retaliate in the Round), these villains take their turns with an Unprovoked bonus (+5 DMG).

Think carefully: will you try to kill a single villain quickly, OR spread your attacks to avoid multiple Unprovoked bonuses?

GUARD 3

- They cannot take turns and are **SHIELDED 6**.
- A Guard activates (immediately losing its SHIELD) if:
  - It takes any effect or DMG (even R-DMG).
  - A combatant moves within [3] of it (regardless of its final position).
  - Another villain in the same Guard Group activates.
- An activated Guard must take its turn on the Round it activated.

EVENT 2

GUARD 3: Snipers (25-O) and (26-B), **Walker** (32-G), and **Boss**.

Reading a villain card

1. **Villain's name, illustration, and miniature**
2. **Stats**
   - Their Move is always 5 and Reaction DMG is always 8.
   - Their type determines their HP and Defense.
3. **Level**
   - Villains in Tanares Adventures are level 1, 2, or 3.
4. **Attack — Works like hero attacks, save for the…**

…Favorite Target and Unprovoked bonus reminder.

5. **Favorite Target**
   - Determined by the ⧗'s color. See the Player Aid.
6. **Passive Power (same rules as heroes)**
   - Whenever a ⧗ **hits its attack**, verify the trigger.
     - Villains of the same color have the same Passive trigger.
     - If triggered, immediately apply the effect.
7. **Card number**
   - Organize them so you can quickly grab a ⧗ that spawns.

A Villain's Turn — Order of Steps

1. **Favorite Target**: check if it can be reached.
   - If it cannot, repeat this with the second most-favorite (and so on), until it finds a hero it can reach.

DARK SURGE: If no hero can be reached (even after moving), the ⧗ takes 3 R-DMG to increase its Move Stat to 10 and change its Favorite Target to "its closest hero" (this turn only).

2. **Shortest path**: If needed, move until the target is in reach.
   - Spend as few movement points as possible to do this.
   - If moving is unnecessary and a Sidestep will avoid Reaction/Terrain DMG **WHILE** keeping the target in reach, Sidestep.
3. **Safest path**: If multiple paths tie as the shortest, take the one that deals the least amount of total DMG.

Quests

Unique scenarios where you fight villains to accomplish goals.

1. Illustration, number, name, Introduction.

- A brief thematic immersion to its unique aspects.

2. Primary Objective: What you need to do to win the quest.

3. If you lose: Follow this if you give up, or lose.

Death (when your HP drops to zero).
- You can **never** HEAL someone with 0 HP.
- If you die, replace your figure for your HP Token.
- First Aid may revive you in this square of death.

First Aid (all heroes HEAL 10; you revive with 30 HP).
- A Team begins each quest with 2 First Aid Tokens.
- Dead heroes must take a turn before a Round can end.
- You **must** spend a First Aid when such a turn starts. If you can't (because both are already spent), you lose the quest.

4. Extra Challenge: Do this optional goal **AND** win the quest to gain two additional Loot Cards.

5. Special Rules: A set of Quest Features that you must observe throughout the quest. Follow their instructions.

6. Initial Placement: Where each combatant begins.

- Villains come with card number and its color's first letter.
- *E.g., Orc (13-O) means you must grab Orange Card #13.*

7. R End of Round: look for this symbol when all combatants are Fatigued. Apply its effects, in order of appearance.

8- Events: new villains, rules, or elements of the scenario that may appear after a certain milestone is accomplished.

9- Boss's Stat Sheet: Some special villains are not represented by a villain card. Find their Stats and other information in this box.

- Use the **Boss Card** to track color and Boss Perks.

10- List of Components: these may (or not) be part of the quest.

11- Map: visual indication of all elements of the scenario.

a. In the Initial Placement, place only what has white borders.

b. Elements with other colors appear in Events.

c. Circles are villains. Their background color and number match that villain's card.

a *b* *c*

ELEMENTS OF THE SCENARIO ***(Chests, Walls, Lava, etc.)***: Find their rules and effects in the **Player Aid**.

A Day in Tanares

Follow this ONLY if you've completed the Campaign Introduction.

1- Check the Calendar. What is the next unmarked phase?

City/World Phase: Open their respective Map and follow the step-by-step.

Journey Phase: Read below.

JOURNEY PHASE

2- Grab components

- **In *"Arena: the Contest"* game box.**
  - Board, d20, snap-on bases, HP Tokens, tiles and chests.
  - *(Depending on the quest, you may need other stuff, too.)*
- **In "Tanares Adventures" game box.**
  - Books and Campaign Log, Skill Pads, cubes, your "Save"

SAVE/STORAGE: Tanares Adventures has bags and space for you to store components obtained during the Campaign.
- **MUST-SAVE (CARDS)**: Loot, Adventure, Items, City Structures, Characters, Quest.
- **OPTIONAL SAVE**: Favorite attacks and miniatures, Tool and HP Tokens.

PLAYER AID: These pads are quick references to the most important recurring rules in the game, to reduce your need to open the Rulebook (or even this Quickstart). They cover Terrains, Comrades, Conditions and symbols, Focus/Mob, and more.

3 - Choose an ADVENTURE CARD. Prepare your Team.
- Read your available Adventure Cards and choose one.
- Prepare and equip your heroes (**see page 1**).

4- Read the JOURNAL (Adventure Chapter) of your chosen card.

Make decisions and follow the instructions therein. Eventually, you'll be sent to a chapter of the Quest Guide.

5- QUEST GUIDE: Set up the board, read quest instructions

After the Special Rules and Initial Placement, most Quests will send you to a **Quest Chapter** of the Journal.

6- JOURNAL (Quest Chapter): Apply modifications

Your campaign decisions may impact some circumstances in the quest.

7- FIGHT until you win (or lose) the Quest (see page 5).

8- Read the Conclusion. Reap rewards. Take notes.

After accomplishing the Primary Objective, don't end your session or set the table down yet. Sometimes the Journal asks you to check or remember something from the quest.
- Read *Sections [001] and [002]* of the Journal to know what you gain from winning or losing a quest.

THE CAMPAIGN LOG

This 4-page sheet tracks your Campaign progress (and deeds).

1 CAMPAIGN PERKS

Some War milestones (see page 3, ahead) unlock a Campaign Perk. Each specific War Level gives you two options to choose from. Check Rulebook's Appendix G.

2 PHASE CALENDAR / 3 LIST OF QUESTS

*Mark these boxes when the Phase **ends** (the Journal will instruct you).*

*Your Kemet Hunt level for the **NEXT** Quest (this is the only note taken in the "future").*

You'll fill the star-shaped slots of quests you win

4 REGIONS / 5 WAR POINTS / 6 MASTERY

You gain two Mastery Points and two War Points when you gain a Quest Card.

Mark 1 slot for each ❐ this Region gains in a World Phase (see appendix G). Each cube gives you 1 War Point.

Read the City Book when you gain a star-qualified War Point slot; in the example, head to Chapter "Spies: 2 points."

7 FACT LOG / 8 PUZZLES / 9 PLAYER NOTES

Organized alphabetically, mark a slot when instructed by the Journal.

The first unmarked slot in the list tells you which puzzle from the City Book to attempt next. Mark it ith an "O" if you solve it correctly, or with an "X" otherwise.

City and World Phase

(main mechanic)

1 Check the **Challenge**

2 **Pay** the Challenge with Character Abilities *(discard its card)*

3 Put 1 ❐ on each challenge done (they'll pay rewards)

TANARES ADVENTURES
QUICKSTART

Welcome! *Are you ready to control heroes and fight villains in quests?*

This QuickStart is an **overview** of combat and quest rules, so you can quickly get to the board *(especially after some time away from the table).*

- **Questions?** The Rulebook contains **all rules** you need.
- ***Player versus Player?*** Find rules in *Arena: the Contest*.

Beginning a Campaign: *For a "learn as you play" experience, open the **City Book**. You'll be instructed to read this QuickStart before your first fight.*

Assembling a Team

- Your Team must have 4 **heroes** of different **Combat Roles**.

Damage dealers Brute/Shooter	**Party protectors** Tank/Bruiser
Party sustainers Healer/Commander	**Enemy disablers** Tactician/Controller

*We recommend one of each kind (e.g., don't pick two "enemy disablers"). And, if you're starting out, leave the "Commander" for later: it requires learning **Appendix A** of the Rulebook.*

1-3 players? Each player must prepare **one** hero according to this page. Complete the rest of the Team (so that it has exactly 4 heroes) with ***Comrades:*** simple versions of heroes, that use fewer components *(see **Player Aid**).*

Preparing a Hero

Each hero is composed by 5 elements: Attacks, Skills, Passive Power, Items and NPC Power.

Hero - Passive Power

Hero Card: *informs the color and symbol of your Combat Role, unique off-combat abilities, and Passive Power. It's one of the two types of Character Card (the other being "NPC").*

Hero Miniature: a plastic figure with the color of your Combat Role, to indicate your position on the board.

HP Token: token with color and symbol of your Combat Role.

Attacks

4 Primary Attacks

2 Hero's attack *(silver borders)* 2 Role Attacks

2 Special Attacks

2 Hero's attack *(golden borders)*

Note: As you progress, you may replace your attack cards (even your hero's originals) for more powerful ones. *(City Structures determine the maximum level of your attacks.*

IMPORTANT: Some heroes must replace their original attacks. ***See Appendix B of the Rulebook (page 75).***

Items

Each hero can equip one Weapon and one Armor *(Lv. 0 when the Campaign starts)*

Each Weapon and Armor has the color/symbols of the Roles that can equip it.

Skills

- Assign 4 Tokens to skills so you can use them. Their levels will increase as you progress.
- You can only use skills on the turn of allies or villains (NEVER ON YOURS)
- Pay mana cubes (❐) to use

Skill Pad: Each Combat Role has a Skill Pad, with Stats and powers that you can use in other combatants' turns. All your Tokens are Level 1 when a campaign begins.

- **Stats**: HP, Basic Attack, Defense, Reactions and Move.
- **Skill Tokens**: Assign each to a skill of that level (or lower).
- **Mana Cubes (5):** You begin with 0. When earned, place them on your mana pool. You can then spend them to use skills.

NPC

Apply the Quest Power before the quest.

- NPC Cards are gained in the City Phase and in some Adventures.
- Each hero can have one NPC; add its abilities to your ability tests.